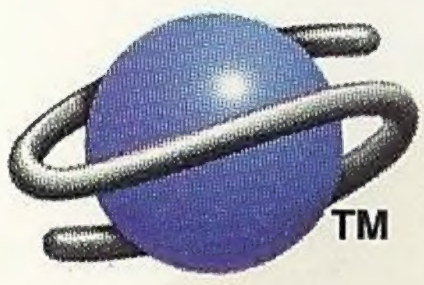


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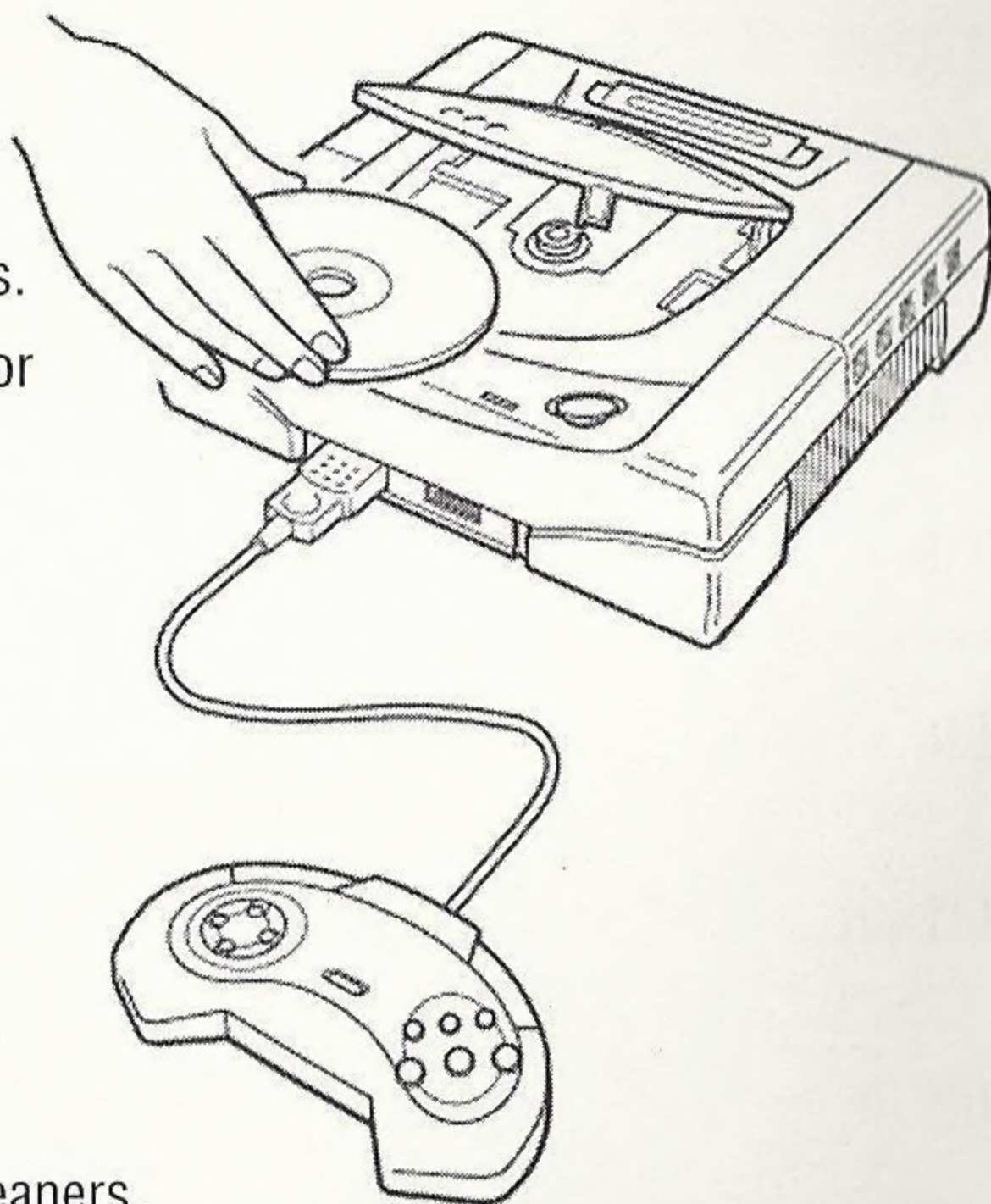
CREATURE™ SHOOK

SPECIAL
EDITION

Multi-disc
game play!

HANDLING YOUR COMPACT DISC:

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, dry, soft cloth—wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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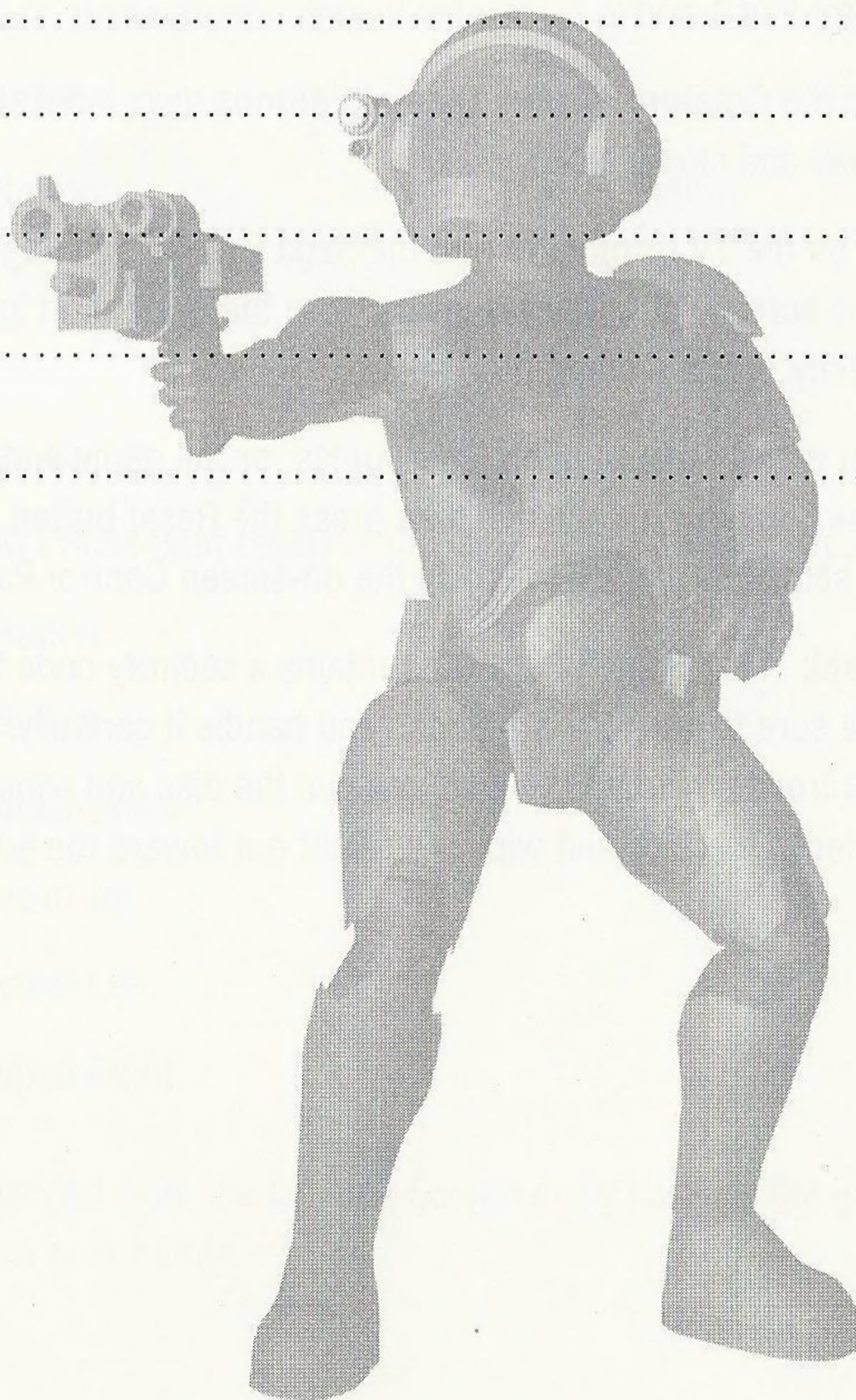
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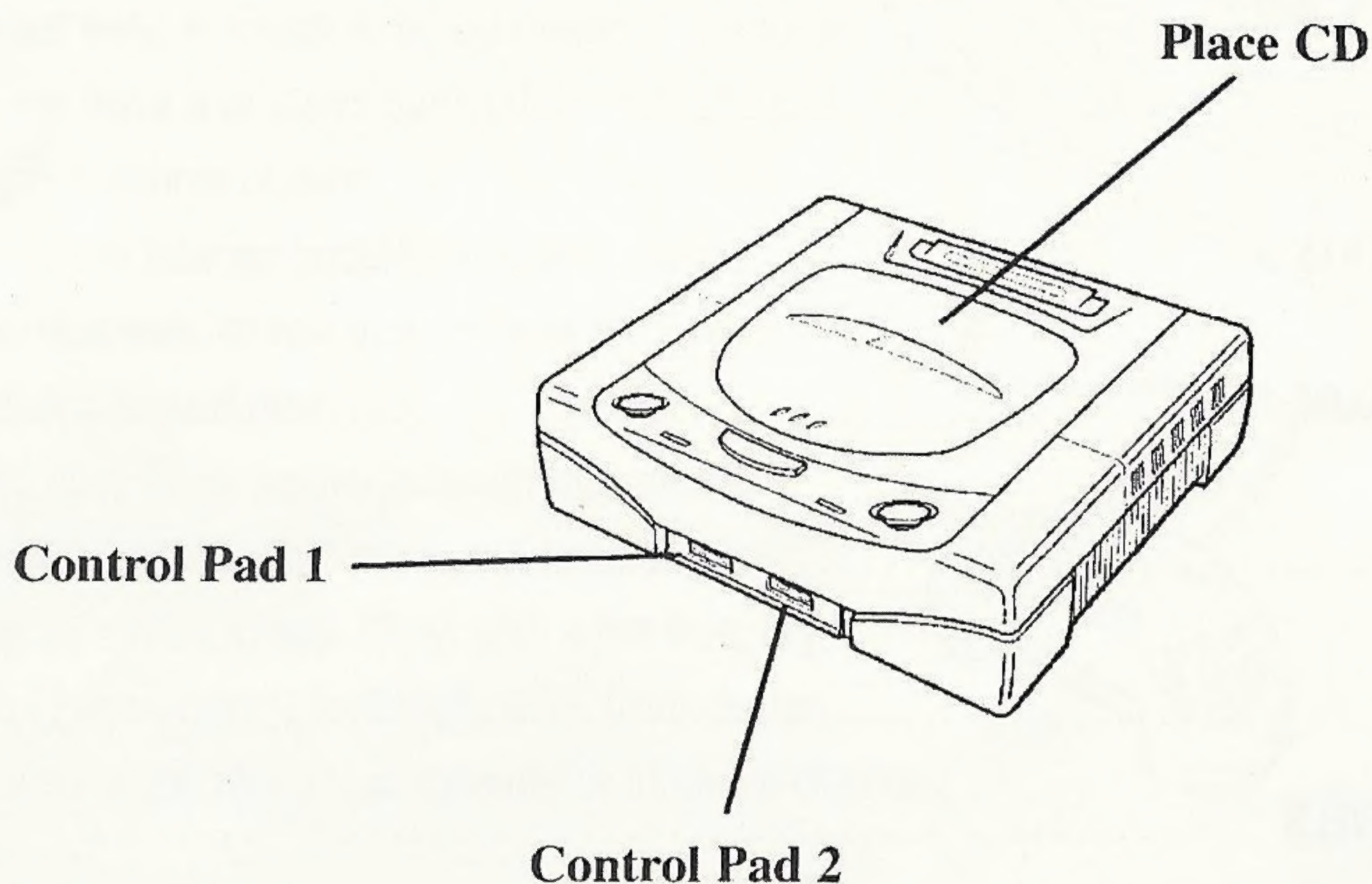
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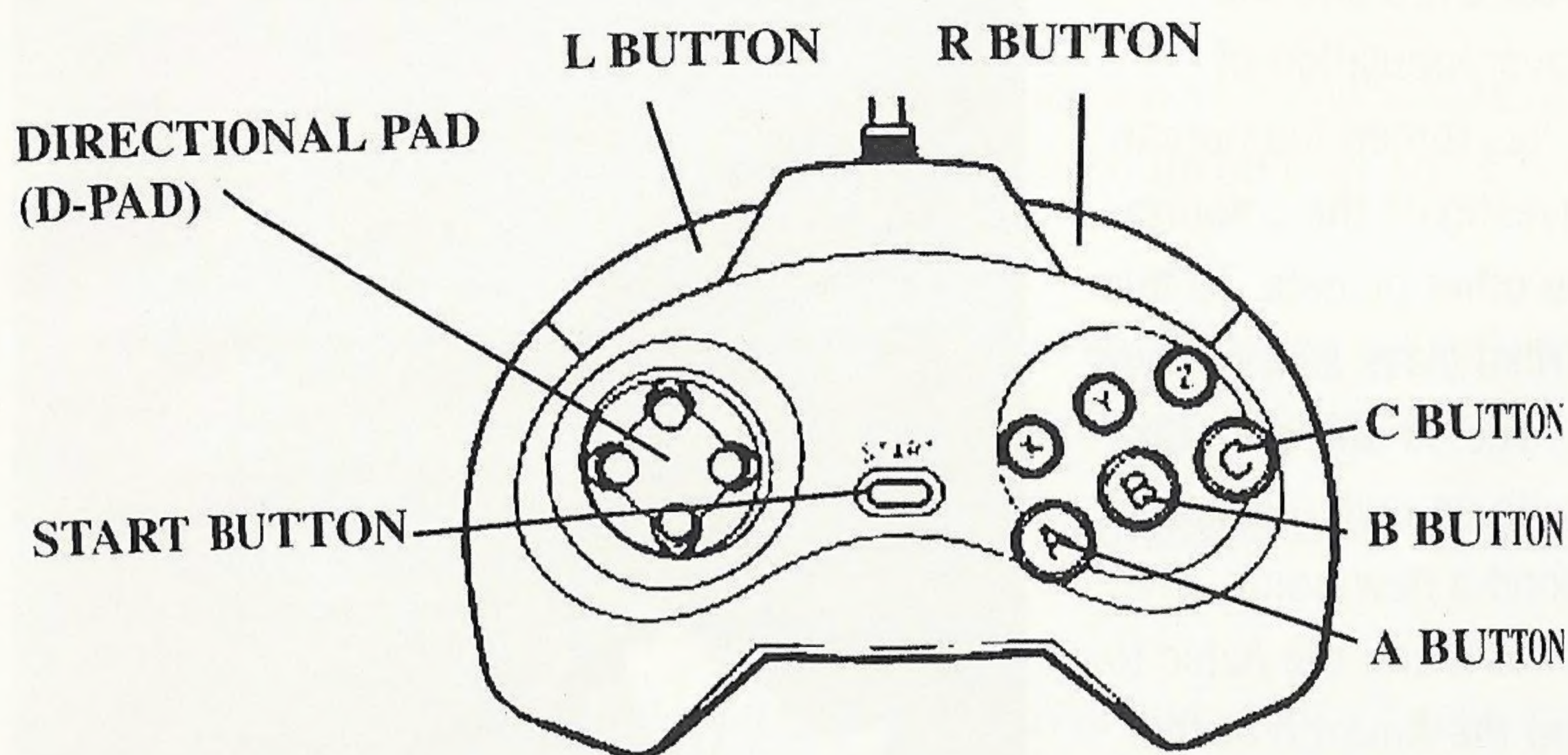
STARTING THE GAME



1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1 and 2.
2. Place the **Creature Shock: Special Editions** disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on the screen. (If nothing appears, turn the system off and make sure it is set up correctly before turning it on again).
4. If you wish to stop a game in progress, or the game ends, press the Reset button on the Sega Saturn console then press the Reset button after the Sega Saturn logo sequence plays, to display the on-screen Control Panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

STARTING THE GAME



CONTROLS

The controls are configurable, these are the default values:

	FLIGHT	INTERIOR
Fire Weapon	B Button	A, B, or C Button
Smart Bomb	X, Y, or Z Button	X, Y, or Z Button
Shield		A or C Button
Pause	Start Button	Start Button
Exit to Title Screen	ABC + Start (soft reset)	ABC + Start (soft reset)
Accelerate	A Button	
Brake	C Button	
Climb*	Joypad Down	
Dive*	Joypad Up	
Bank Left	Joypad Left	
Bank Right	Joypad Right	

* Climb or Dive can be changed from the Options Screen or by pausing the game and pressing the L button or R button

Introduction

THERE'S SOMETHING OUT THERE...

It is the year 2123 and the massive overpopulation of the Earth has forced the human race to investigate the colonization of the other planets. To this end the Tribal class survey ships were constructed and each dispatched with its own mission to find mankind a new home. The Myrmidon to Mars, the Aztec to Venus, and the Amazon to the moons of Jupiter and Saturn.

Four years later, almost at the end of its voyage, all contact with the Amazon was lost; except for the faint signal of an emergency distress beacon.

Equipped with one of the new Lynx FTL Scoutships, you must discover

what fate befell the most powerful ship in the survey fleet and its crew.



SAVE GAME FEATURE

The Sega Saturn version of **Creature Shock: Special Edition** requires passwords. A specific password is required to reach each level of play. When you complete a level, a new password appears onscreen. The Options Screen will request a password. By typing in the new password, you will advance to the next level. Whenever you select a level (apart from level 1) you will be asked to enter a password.

OPTIONS

HERE WE GO...

We have no idea what's out there, but whatever it is, it isn't friendly. Take no chances; shoot anything that moves. It might be worth brushing up on your suit's Head-Up Display (HUD) system.

Stage Select: Choose which stage you wish to start at. *Note:* you will only be given the option of selecting stages you've already been through. No jumping ahead to the ending!

Difficulty: Choose from Easy, Medium or Hard. You probable know the difference, right?

Gunsight: Determines how fast your gunsight moves on screen. Choose from Slow, Medium or Fast.

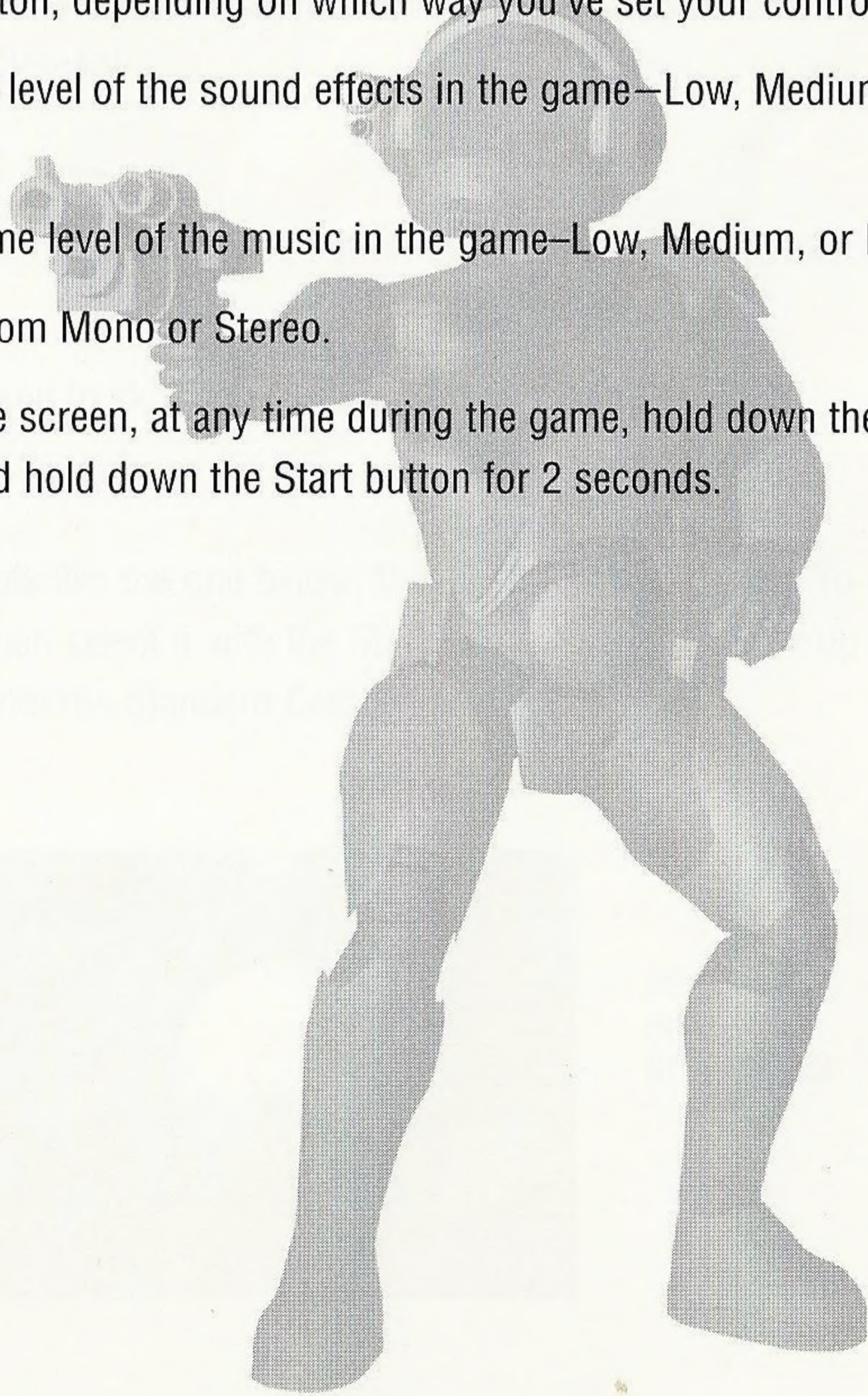
Gunsight Mode: Choose from Auto or Manual. On Auto, the Movement cursor automatically switches to your Gunsight when ever an enemy is present. On Manual, you must press the L or R button, depending on which way you've set your controls.

SFX Volume: The volume level of the sound effects in the game—Low, Medium, or High.

Music Volume: The volume level of the music in the game—Low, Medium, or High.

Sound Mixing: Choose from Mono or Stereo.

Note: To return to the title screen, at any time during the game, hold down the Select button, and then press and hold down the Start button for 2 seconds.



FLIGHT LEVELS

CONTROLLING YOUR SHIP

There will invariably be times when you have to pilot your ship. The on-board computer will maintain the ship's speed, unless you activate your turbo or brake control, and general destination. Keep an eye on the Shield Status (situated in the bottom right-hand corner of the screen); it depletes with every collision, and when it runs out, the ship is destroyed.



SHIELD STATUS



INTERIOR LEVELS

- Press the **Directional Pad** button to select a destination (indicated by the HUD Crosshair) or open an entrance when Standard Mode is active. Press A, B, or C button to fire your laser pistol (see Option Screen).
- Press and hold the A or C button to activate the shield.

An energy pack located in the grip of your weapon provides the charge for shots and your shield. *Remember:* energy is precious, so give the weapon and shield time to recharge as often as possible (ie, don't use them non-stop). Use the shield only if an enemy is physically attacking you. And don't waste shots until you find the enemy's weak spot.

Smart Bombs inflict heavy damage on the creatures—but only if their weak spots are visible. You have three Smart Bombs at your disposal for every mission, so use them wisely.

- Press the X, Y, or Z button to activate a Smart Bomb, depending on your preference (see Option Screen).

CINEMA SEQUENCE SHORT-CUTS

- Press the **Start** button during a sequence button during a sequence to skip to the action.
- Press the A, B, or C button to skip the current scene and show the next.

STORAGE UNITS

- Look out for storage units like the one below; they contain useful items. To open a storage unit, face it, then select it with the Standard Crosshair. To pick up any object inside, select it with the Standard Crosshair.

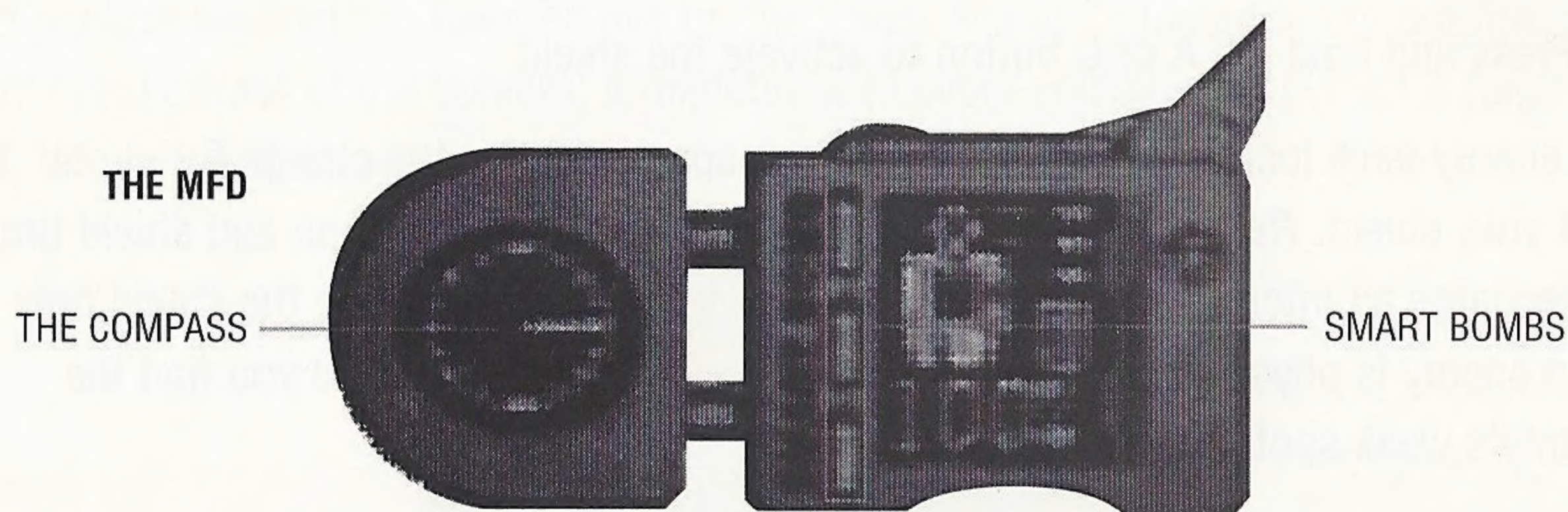


POWERBALL
INSIDE
STORAGE UNIT

INTERIOR LEVELS

YOUR SUIT'S HEAD-UP DISPLAY SYSTEM

The HUD features a compass, a Multi-Function Display (MFD) and provides an on-screen Drone with three modes of operation.

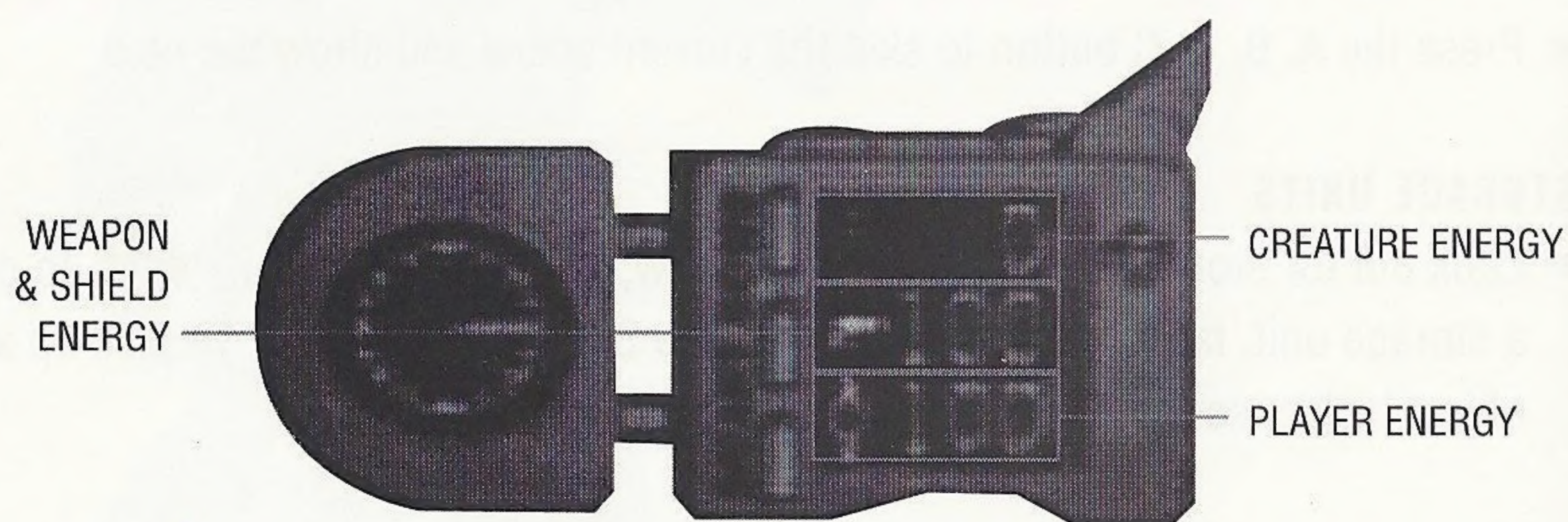


THE COMPASS

The Compass line always points 'north'. Note that a strong signal emanating from the alien lifeform has been recorded. This will undoubtedly interfere with your Compass reading. Do not be alarmed. If in doubt, make a map.

MULTI-FUNCTION DISPLAY

Multi-Function Display cycles through all necessary energy-related status reports on your surroundings and weapons. All details are represented as percentages.



Note that the creature energy reading also acts as a proximity indicator: the higher the percentage, the greater the likelihood of a creature in your vicinity. The MFD has an alternative function: it acts as a timer when necessary.

INTERIOR LEVELS

THE DRONE

Use your directional pad to move the Drone around the screen. The following modes are available...

Directional Mode provides a pointer with arrows to show available routes ahead, or to indicate an entrance to be opened or an object to be collected. You must press fire button to select direction indicated by arrow.



THE DRONE
WITH DIRECTIONAL
MODE ACTIVE

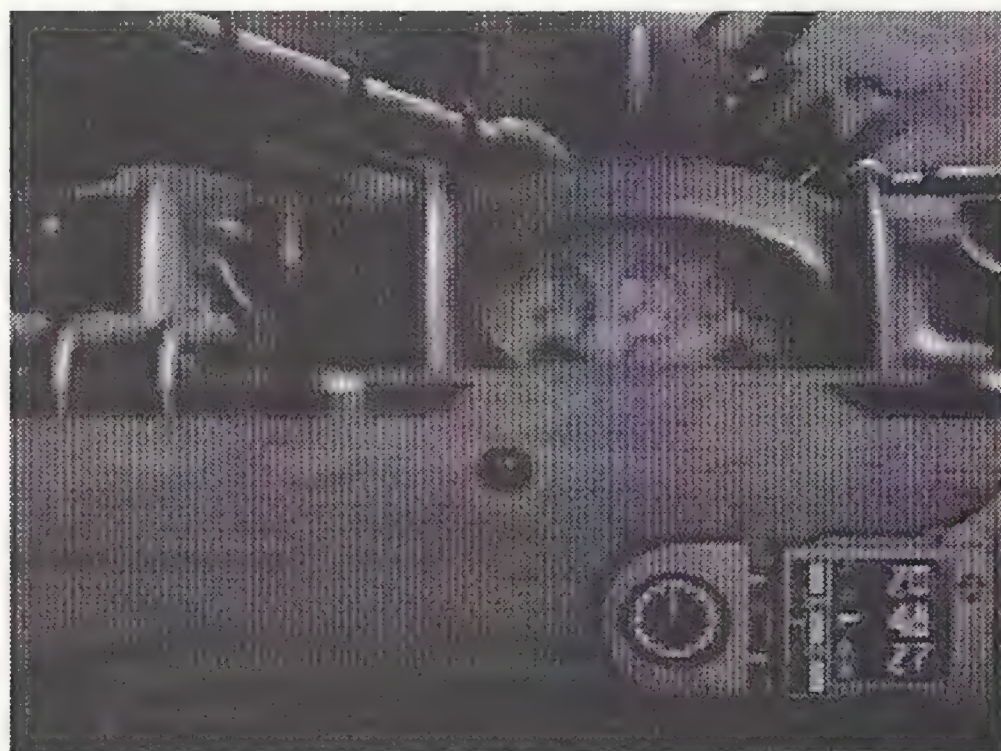
Targeting Mode is used to determine the direction of your weapon shots. The Targeting Crosshair will automatically appear when your sensors indicate an enemy presence (unless your gunsight mode is on manual), and it will change to show that it is positioned over an enemy's weak spot. Note that it is usually not possible to access Directional Mode during combat. However, there will inevitably be situations where movement is desirable, so move the Targeting Crosshair to the edge of the screen to access Directional Mode.



TARGETING
CROSSHAIR

CREATURE WEAK
SPOT INDICATOR

Shield Mode indicates that your suit's protective field is active.



SHIELD ACTIVE

THE TELLUTE

SHIP PROFILE



Extract from the UN Technical files CODE : #143

TECHNICAL FEATURES OF THE TELLUTE SCOUT SHIP

Name:	Tellute
Lloyds Reg.:	9-0057775
Size:	20 x 38 x 8 meters
Weight:	100 tons
Speed:	Cruising Thrust -1.00g maximum thrust 3.00g
Power:	Dual Nakami Power-lifters
Seating:	One
Housing:	Shielded titanium hull
Weapons:	2x Yukiko Laser Cannon Accelerators. Wolf Plasma Bombs.

The Tellute's main weapons capacity comes from the Yukiko Industries Laser System which utilizes high watt fusion reactor technology. The Tellute's energy recycling system allows the ship to increase weapon and shield strengths from external power sources. The Wolf Plasma Bombs allow controlled destruction over a wide area. The Wolf's guidance system can lock-on to energy signatures of attacking enemies. When a bomb is launched it disrupts those energy patterns, destroying the enemy.

THE TELLUTE

POWERING UP THE TELLUTE

The player will be able to recharge and enhance aspects of the Tellute's weapon and shield systems. Power ups can be attained by shooting out enemies throughout the level. If an energy power up is discovered, a rotating icon of the ship being boosted will appear. The player must guide the ship over the icon to pick it up and enhance the ship.

The player will be able to power up the following elements of the Tellute.

Shield

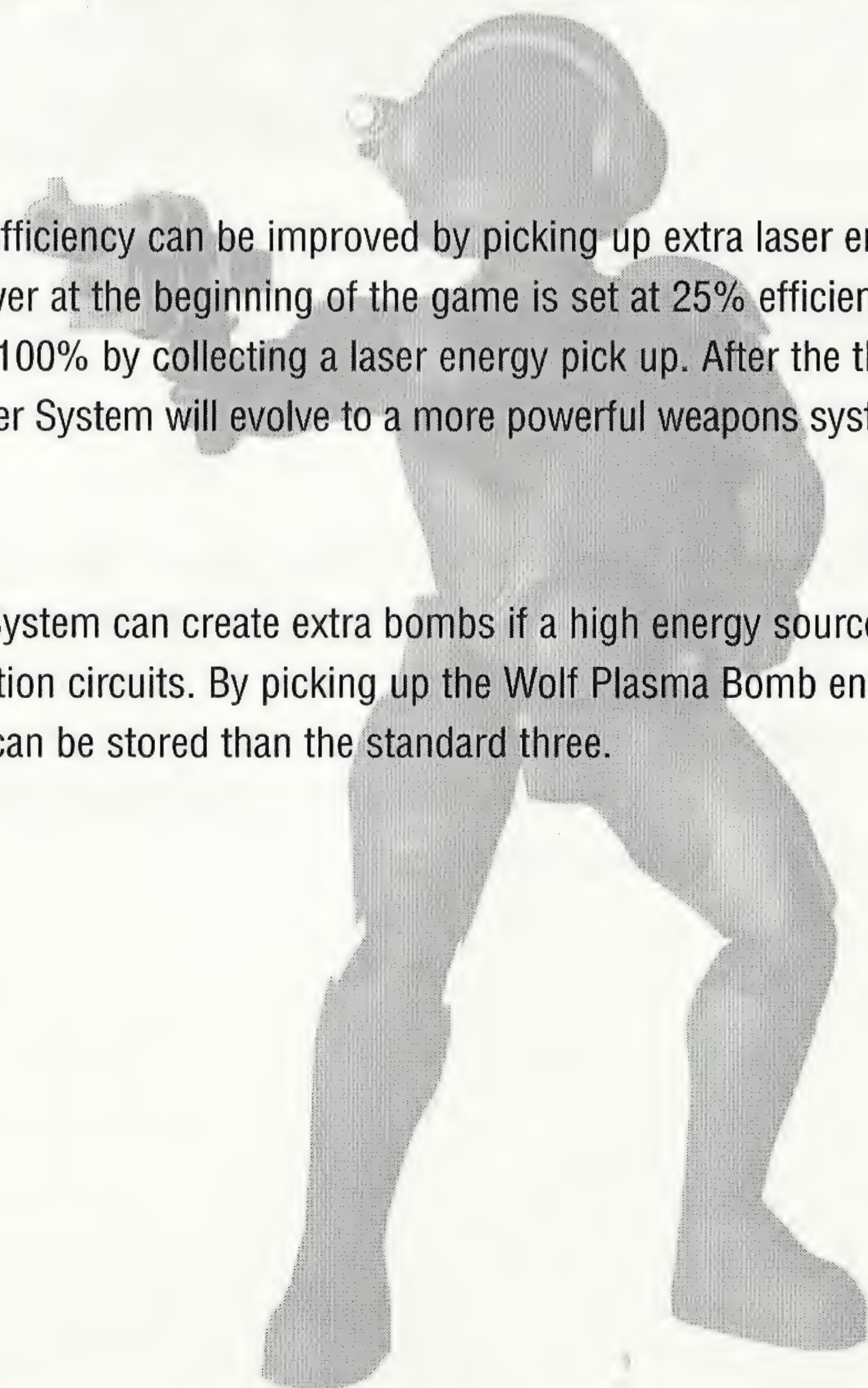
The Tellute begins each 3D shootem-up section with 100% energy. This shield strength can be depleted by the attacking enemies. The player will be able to increase the shields strength by picking up shield energy bonuses. Each bonus will give the shield 42% more power, however the shield strength can only reach a maximum of 100%.

Yukiko Laser System

The main laser systems efficiency can be improved by picking up extra laser energy power ups. The laser power at the beginning of the game is set at 25% efficiency. This can be increased to 100% by collecting a laser energy pick up. After the third is picked up, the Yukiko Laser System will evolve to a more powerful weapons system.

Wolf Plasma Bombs

The Wolf Plasma Bomb System can create extra bombs if a high energy source is run through its production circuits. By picking up the Wolf Plasma Bomb energy power ups more bombs can be stored than the standard three.

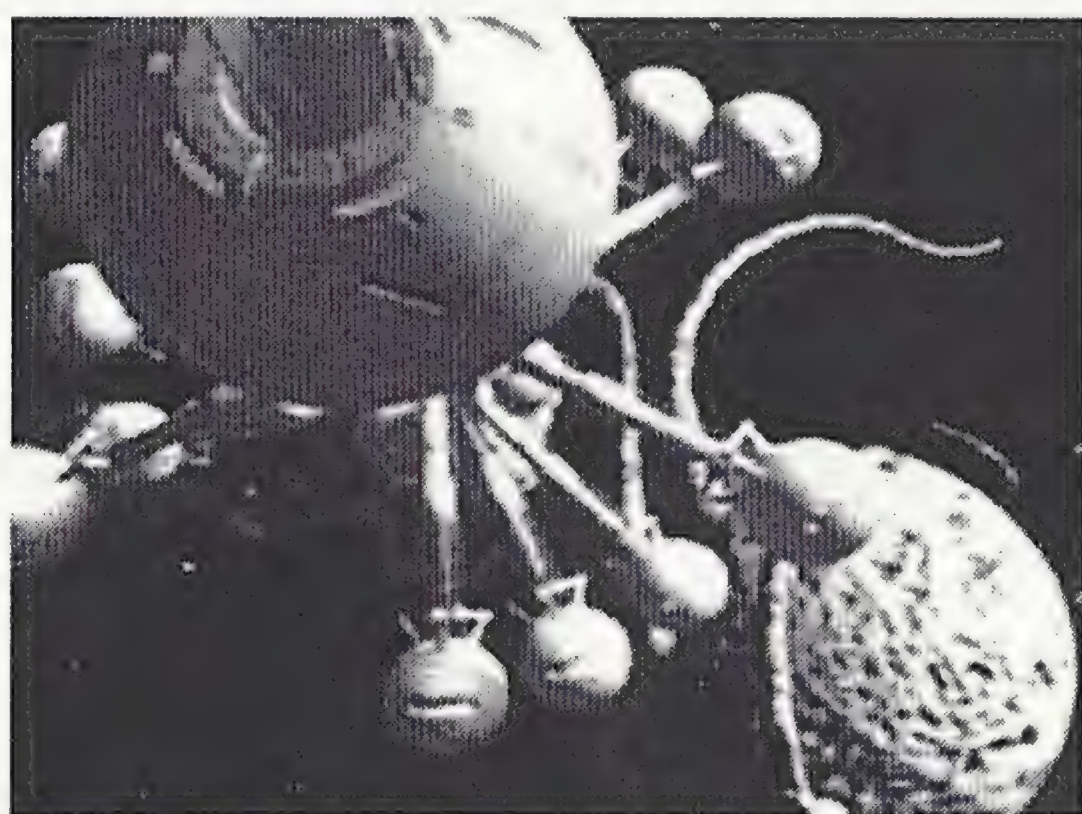


MISSION BRIEFINGS

MISSION ONE / LEVEL 1

Space is never a hospitable place, you don't expect it to be pleasant. But alien ion beams punching holes in your energy shield can really spoil your day. Dodge wreckage, avoid enemy plasma bolts, try to hold the ship on course with laser fire scattering off the hull. Maybe you'll even live long enough to complete your mission and find what destroyed the Survey Ship Amazon. Maybe you'll even get home alive...

Pilot the Tellute safely to the organic asteroid and retrieve the black box from the wrecked UNS Amazon.



You are given your orders and prepare for launch. The ship's on-board computers prepare for the hyper space journey as the ship launches from the Bay of Rainbows base on the Moon and heads at light speed to Saturn.

MISSION OUTLINE

The first 3D shoot-em-up section of **Creature Shock: Special Edition** is split into two levels. The mission begins in outer space at the last known location of the UNS Amazon where the enemy has already built up a large amount of defenses. The player must battle their way to the asteroid which engulfed the UNS Amazon. Once in the gravitational pull of the asteroid, the player fights the land based enemies and finds a suitable place to land the Tellute.

MISSION BRIEFINGS

MISSION TWO/LEVEL 2

There's an Alien Spy Base somewhere on Tethys. Guess who's going to get sent out to find it? Yep, it's you. Well done, you win a trip to cold and rocky Tethys, with exciting excursions over the alien infested landscape and delightful plasma displays from the many wonderful weapons they'll have pointed at you...destroy the enemy relay station.

Mission Two begins after a study and debriefing of the Amazon captain reveals an FTL data relay station has been established on a moon orbiting Saturn. From the interrogation you uncover that the relay station is communicating directly with the alien craft, which waits in deep space. You must stop the data transmission but retain the FTL link.

You are shown the information gleaned from the captain of the UNS Amazon, detailing the data relay station on Tethys. Orders are given to go and destroy it, ostensibly to stop the aliens spying on Earth. Detailed instructions are given showing which section of alien machinery controls the beam transmission, the player is told to destroy this.

You prepare again for launch. This time your destination is the surface of Tethys.



HINTS

- The large creatures all use specific attack patterns. Learn them and you'll stand a much better chance in battle.
- Pay close attention to your "creature sensor". When the number is climbing, you're moving in the direction of something big.

LEVEL ONE: INTERIOR

- Upon entering the complex, the path to the right will lead you to a weapon power-up.
- The small "nuisance" creatures of this level can not be killed. They only can be scared off by hitting them three times with your weapon.
- When you reach the juncture, while sliding down the maintenance chute, make sure to go left. Right will take you straight into a hungry spider's mouth.

LEVEL TWO: INTERIOR

- You only need one shot to eliminate the giant tunnel worms—but if you miss, you'll be worm food.



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Technology	Sam Littlewood, Mike Day
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TECHNICAL SUPPORT

For more **Creature Shock: Special Edition** game hints, call **1-900-454-5435**
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